Naming:
Type names start with a capital letter and have a capital letter for each new word, with no underscores: MyExcitingClass, MyExcitingEnum.

Variable names start with a lowercase letter and have a capital letter for each new word, with no underscores: myNewVariable.

Class data members should have a leading underscore: _variableInAClass.

Constant names should be in all uppercase: CONSTANTVALUE.

Method names should start with a lowercase letter and have a capital letter for each new word, with no underscores, similar to variable names: thisIsAMethod.

Comments:
Function definitions should be preceded by a comment that describes their broad function, i.e. what it does but not how it does it. The inputs and outputs should be described, as well as the method's usage.

Variable names should in general be descriptive enough to not need comments, but should have a brief comment at their declaration otherwise.

TODO comments should be used for code that is missing, temporary, or functional but not perfect.

Multi-line comments should use // rather than /* */. The only exception is file-level comments

Other Formatting:
Use tabs to indent lines

All if/else or similar blocks should have brackets regardless of number of lines contained. (For, foreach, switch, etc.)

All brackets should be placed on a new line alone, unless used in a one line lambda function.

All closing brackets should be followed by two newlines, unless part of an if/else structure, lambda function, or an empty block.

Use spaces on either side of operators

Includes should be in header files unless no header file corresponds to the file using the include.

Reviewers:
- *Canvas.cpp*: Tracy King
- *Canvas.h*: Tracy King
- *Frame.cpp*: Corin Thummel
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- *Model.cpp*: Brayden Wright
- *Model.h*: Samuel Teare
- *Main.cpp*: Dustin Shiozaki
- *Tool.h*: Samuel Teare
- *Mainwindow.cpp*: Will Frank
- *Mainwindow.h:* Will Frank